The Great Wurm Patron

Become the Messenger of Its Hunger

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The Great Wurm Patron

The Devourer of Worlds, the Bringer of Change, the primeval Chaos from which all things originated. The being known as the Great Wurm is the embodiment of Entropy. The Wurm is inevitable. The Wurm is unstoppable. One day, it will swallow creation whole, returning everything to its chaotic origins.

Many eons have gone by since this fearsome entity was banished. Nonetheless, the Wurm's scar remains on the Material Plane. Warlocks aligned with the Wurm become messengers of its hunger—ravenous beings intent on plunging the world into the perpetual void of chaos.

Level 3: Great Wurm Spells

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Great Wurm Spells table, you thereafter always have the listed spells prepared.

Great Wurm Spells

Warlock Level	Spells
3	*Barkskin, Enlarge/Reduce, Inflict Wounds, Magic Mouth, Thunderwave*
5	*Stinking Cloud, Vampiric Touch*
7	*Resilient Sphere, Stoneskin*
9	*Destructive Wave, Wall of Force*

Level 3: Gluttonous Physique

Your resilience makes you an unstoppable force in combat. You gain Armor Training with Medium armor, Heavy armor, and Shields. When you wear Heavy armor, you ignore the Strength requirement for it if your Strength score is within 2 points of the requirement.

Furthermore, your gluttonous patron shapes your physique, granting you the following features:

- **Resistance.** You gain Resistance to Acid damage.
- **Constitution Attacks.** When you attack with a Melee weapon or an Unarmed Strike, you can use your Constitution modifier, instead of Strength or Dexterity, for the attack and damage rolls.
- **Massive Grappler.** When you hit a creature with an Unarmed Strike as part of the Attack action on your turn, you can use both the Damage and the Grapple option. The DC for the target's Saving Throw equals 8 + your Constitution modifier + your Proficiency Bonus.

Level 6: Spawn of the Wurm

When you hit a creature with a Melee weapon attack or Unarmed Strike, you can summon a parasitic leech that attaches to the creature. The leech is a Tiny Monstrosity with AC 6, 1 Hit Point, and a Speed of 5 feet. While on the target's skin, the leech can be killed by normal means or scraped off by a creature taking a Utilize Action.

At the start of each of the target's turns, the leech deals 1d4 Piercing damage to it, and you regain Hit Points equal to the damage dealt.

Once a leech has dealt a total of 24 damage, it falls off the creature and dies. You can create a number of leeches equal to your Proficiency Bonus. You regain all uses of this ability after you finish a Short or Long Rest.

Level 10: Insatiable

You gain a Bonus Action that you can use on each of your turns to gain Temporary Hit Points equal to your Warlock Level plus your Proficiency Bonus. Additionally, when you take this Bonus Action, you can spend a number of Hit Point Dice up to half your Proficiency Bonus (round up). Roll those dice and add the total to the Temporary Hit Ponts gained.

If you already have Temporary Hit Points, you can choose to replace them with the Temporary Hit Points from this feature.

Furthermore, if you receive Temporary Hit Points from this feature while you already have Temporary Hit Points, you can add them together instead of replacing them. You can only stack Temporary Hit Points from this source a number of times equal to half your Proficiency Bonus (rounded down).

Level 14: Consume

You can make your insatiable hunger tangible and absorb the life force of creatures around you. As a Magic Action, you force each creature within a 10-foot Emanation to make a Constitution Saving Throw against your Spell Save DC.

On a failed save, a target takes 8d6 Necrotic damage. On a successful save, a target takes half as much damage. You regain Hit Points equal to half of the total damage dealt to all targets. Once you use this feature, you can't do so again until you finish a Long Rest.

Eldritch Invocations Options

At 1st level, a warlock gains the Eldritch Invocations feature. The following new options are available for that feature. If an Eldritch Invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your level in this class.

Gift of the All Consumer

Prerequisite: Level 7+ Warlock, Pact of the Maw Invocation

You can eat an endless amount without suffering ill effects, including generally inedible materials (like wood, metal, or earth), though only food will sustain you.

Additionally, during a Short Rest, you can consume food to regain vitality. You regain one expended Hit Point Die for every day's worth of food you consume. If you are at your maximum number of Hit Point Dice, you instead immediately regain Hit Points equal to a roll of your Hit Point Die plus your Constitution modifier. You can benefit from a number of days' worth of Rations equal to half your Warlock level (rounded up) for each Short Rest.

Culvert Ambusher
Slawomir Maniak

...on Varzzen

The Great Wurm, the antithesis of the Radiant Cocoon, chaos incarnate, is feared and loathed by much of Varzzen. Yet sometimes, curious, desperate, or power-mad souls reach out, and the Wurm always answers. Most of the Wurm's warlocks come from its chosen people, the muscans. The Wurm's Spawn wields power through a warlock's pact, and many other muscans take a sliver of the Wurm's power in exchange for the certain fate of sating their master's hunger. Outside muscan circles, the Wurm's ways are considered taboo, often forbidden, but that doesn't stop people from seeking them out - from luni scholars delving into black magic to nameless mantises, cast aside by clan and spirit.

Chord of Calling *Scott M. Fischer*

Glutton's Delight

Prerequisite: Level 18+ Warlock, Pact of the Maw Invocation

You can cast *Heroes' Feast* once without expending a spell slot and without providing Material components. You regain the ability to do so when you finish a Long Rest.

Pact of the Maw

The pact with your patron transforms your esophagus into the entrance to the Maw, a spherical demiplane roughly 10 feet in diameter. When swallowing an item or creature, you can use a bonus action to open the gateway to the Maw.

Anything you swallow while the entrance is open is transported inside the Maw, and you don't take damage when swallowing something in this way. The weight of objects inside the Maw doesn't increase your weight. While the gateway to the Maw is open, you can expand your mouth to swallow larger objects. The object can't be larger than 5 feet in all dimensions. You can close the gateway to the Maw on your turn (no action required).

Additionally, you can take the Magic action to enlarge your mouth to swallow a medium-sized or smaller creature. Make a melee spell attack roll against the creature. On a hit, the creature is transported to the Maw. Once you use this feature, you can't do so again until you finish a short or long rest.

A creature inside the Maw can make a Strength Saving Throw against your Warlock spell save DC at the start of each of its turns to break free. On a success, you regurgitate the creature into an Unoccupied Space within 5 feet of you. A creature inside the Maw can't interact with any objects inside it, and you can have only one creature inside the Maw at a time.

If an extradimensional space created by a Bag of Holding, Heward's Handy Haversack, Portable Hole, or similar item is placed inside your Maw, it destroys the item immediately, and a gate to the Astral Plane is opened in your space. Any creature (including yourself) within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Slavering Gorge

Prerequisite: Level 2+ Warlock, Pact of the Maw Invocation

Your tongue grows in size and lashes out to grapple a creature within 30 feet of you. As a Magic action, you can make a ranged spell attack roll against a creature within range. On a hit, the creature is subjected to the Grappled condition (escape DC equal to your Warlock spell save DC) by your tongue and pulled to an Unoccupied Space within 5 feet of you.

While grappling a creature in this way, you have Disadvantage on any attack roll against creatures other than the grappled creature. When you use the Magic action to swallow the grappled creature using your Pact of the Maw invocation, you have Advantage on the melee spell attack roll.

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We are Hivebrews, a small group of TTRPG creators and worldbuilders. Led by me, Grimley, we are creating free homebrew content for 5th edition. Our flagship is the worldbuilding project Varzzen.

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